

ADVANCED

GAME BOY® ADVANCE



AGB-AS3E-USA

KELLY SLEATER'S PRO SURFER®

INSTRUCTION BOOKLET

ACTIVISION

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

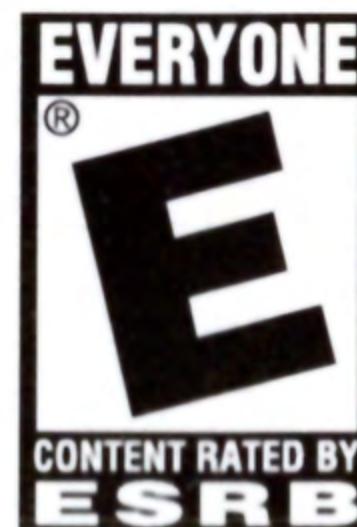
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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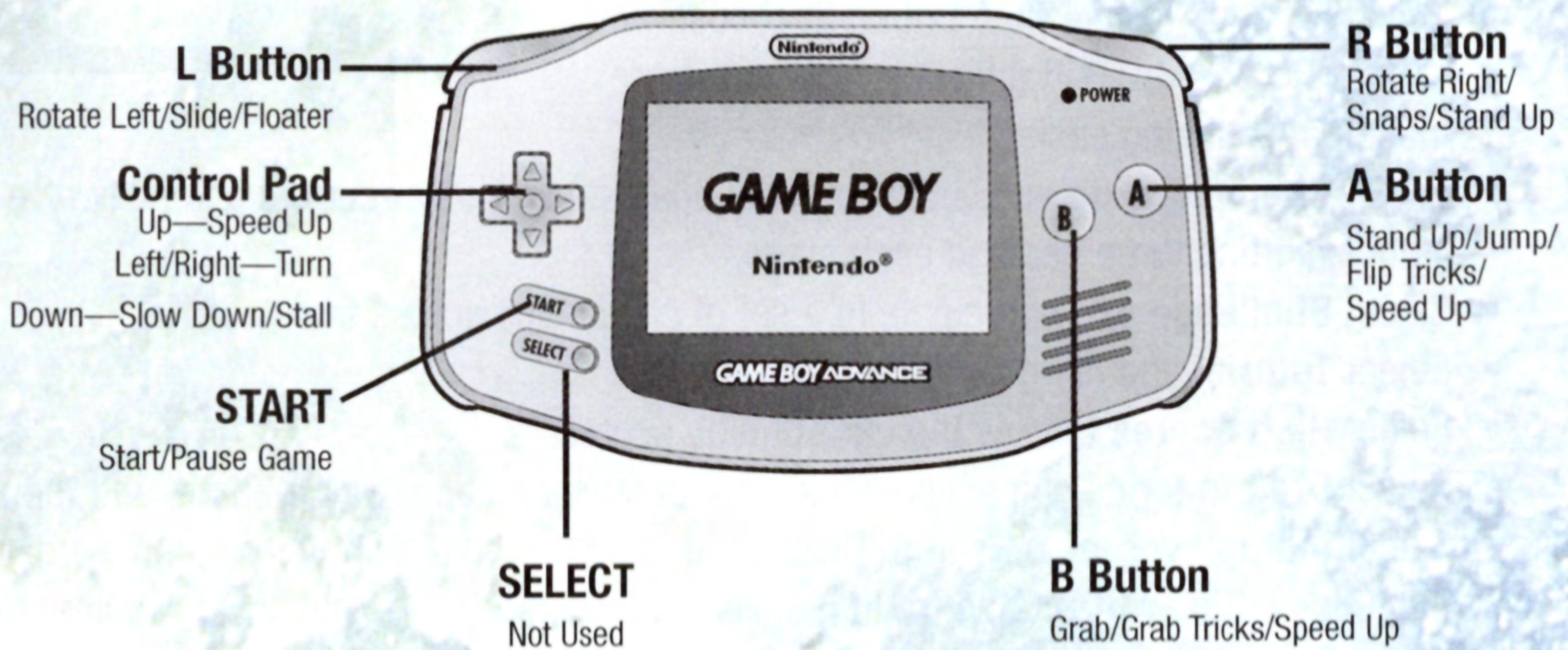
STARTING THE GAME

- Make sure the POWER switch is OFF
- Insert the Kelly Slater's Pro Surfer® Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch on

Note: The Kelly Slater's Pro Surfer® Game Pak is for Game Boy® Advance system only.



GAME BOY® ADVANCE CONTROLS



MAIN MENU

- Press **START** to go to the Main Menu from the title screen. Choose which mode you would like to play by scrolling down using the **↑** and **↓** on the Control Pad.
- Select **Mode** by using the **A** Button to choose either PRO or AMATEUR difficulty. Amateur mode makes trick linking easier.
- Select **Championship** and you'll compete against eight other surfers across twelve stages, surfing three heats in each stage.
- Select **Challenge** and participate in a set of challenges across the globe.
- Select **Tutorial** and learn how to pull off tricks.
- Select **High Scores** to view the current high scores.
- Select **Drop In** for instant action. Pick a surfer, pick a beach, pick a board, and then ride!
- Select **Multiplayer** to go Head to Head against a friend and fight for points awarded by the judges or play KOOK and try to humiliate your opponent! (Multiplayer requires two Game Paks and a Game Boy® Advance Game Link® Cable).
- Select **Extras** for game options and credits.



1. **Erase Progress** to erase your progress. (Warning: Once you erase your progress, you can't get it back.)
2. **Clip Book** to view movie clips.
3. **Speech** to turn speech off. Use the A Button to turn On or Off.
4. **Music** to turn music off. Use the A Button to turn On or Off.
5. **Sound FX** to turn Sound FX off. Use the A Button to turn On or Off.
6. **Back** to return to the Main Menu with the A Button.

SURF MODES

Championship

In Championship you play one of the world's best surfers. Compete against eight other surfers across twelve stages, surfing three heats in each stage. Each heat is composed of one two-minute wave, which is scored on a number of factors (variety, tubes, ride length, etc). Scores are tallied on the leader board at the end of each heat. The top three surfers at the end of each stage are awarded "Championship Points."



Challenge

Pick a surfer and participate in a series of challenges across the globe. Challenges are split into three areas: trick challenges, points challenges and special challenges.

Tutorial

Just starting? The Tutorial will guide you through the controls and the tricks, teaching you the difference between the lip and the tube.

Drop In

Instant action. Pick a surfer, a beach, a board, and then ride! This mode is purely for practicing your skills and learning high scoring combos.

Multiplayer

To play a two-player link game of Kelly Slater's Pro Surfer®, you'll need two Game Boy® Advance systems, two copies of the Kelly Slater's Pro Surfer® Game Pak, and a Game Boy® Advance Game Link® Cable.



Select **Multiplayer** to play against your friends using two Game Boy® Advance systems.

After both people select Multiplayer, Player 1 will choose the game mode. Both players can then select their riders and Player 1 will choose the level.

Please see **How to Connect Game Boy® Advance Game Link® Cables** on page 32 for proper connection instructions.

SURF OPTIONS

Select Surfer

Each surfer has his/her own strengths.

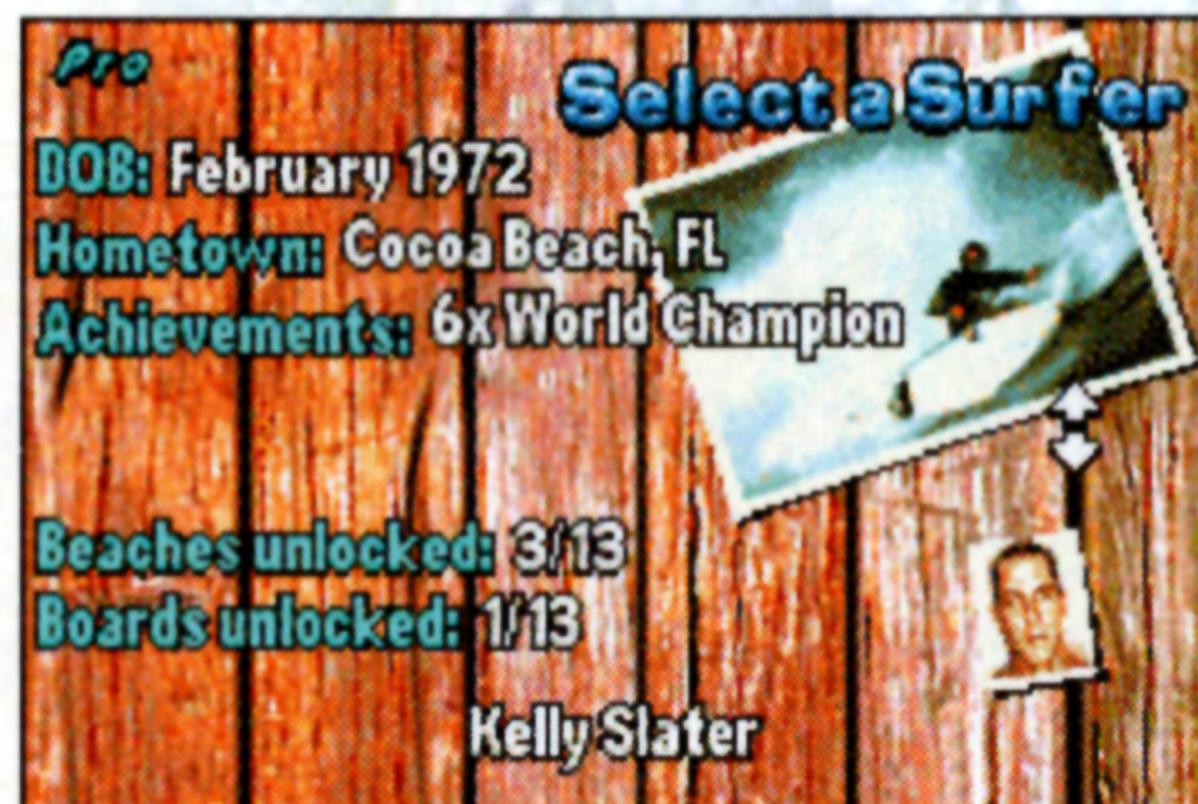
Choose the surfer you want by pressing the Control Pad **←** and **→**. You can also read each surfer's stats with the Control Pad **↑** and **↓**. Press the A Button to confirm your choice:

Balance: How easily a surfer can land and balance on the wave.

Speed: How fast a surfer can go.

Turning: How easily a surfer can turn.

Air: How high a surfer can go.



Select a Beach

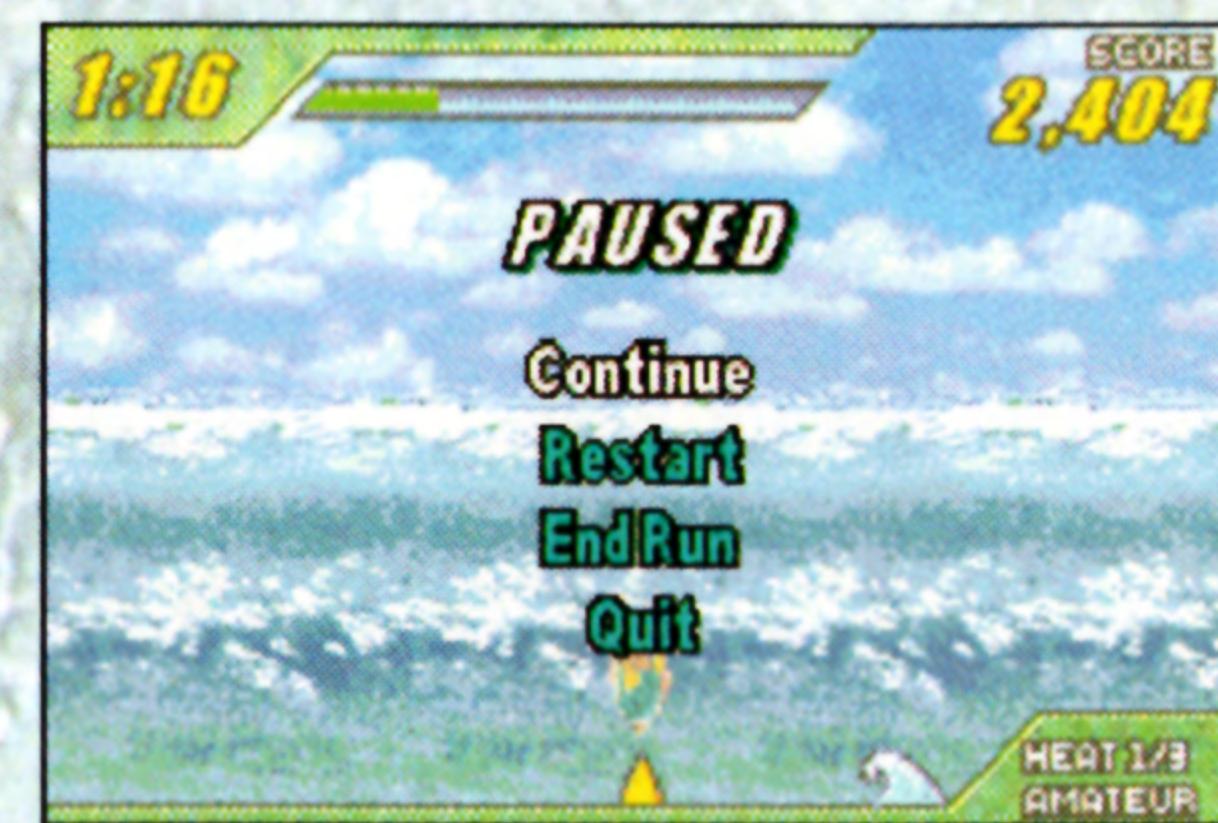
After you have selected your surfer you'll go to the Select a Beach menu. Use the Control Pad **←** and **→** and the A Button to choose a beach available to you.

Some beaches will be locked so you will have to complete objectives in order to unlock them.



PAUSE MENU

- Press **START** while playing to pause the game, this brings up the Pause Menu.
- Select **Continue** to carry on with your run.
- Select **Restart** to restart a beach.
- Select **End Run** to finish the current run and start a new one.
- Select **Quit** to end your game.



IN-GAME DISPLAY

Score: The score earned so far in the run.

Timer: The time left before the run ends.

Combo: Shows the current combo.

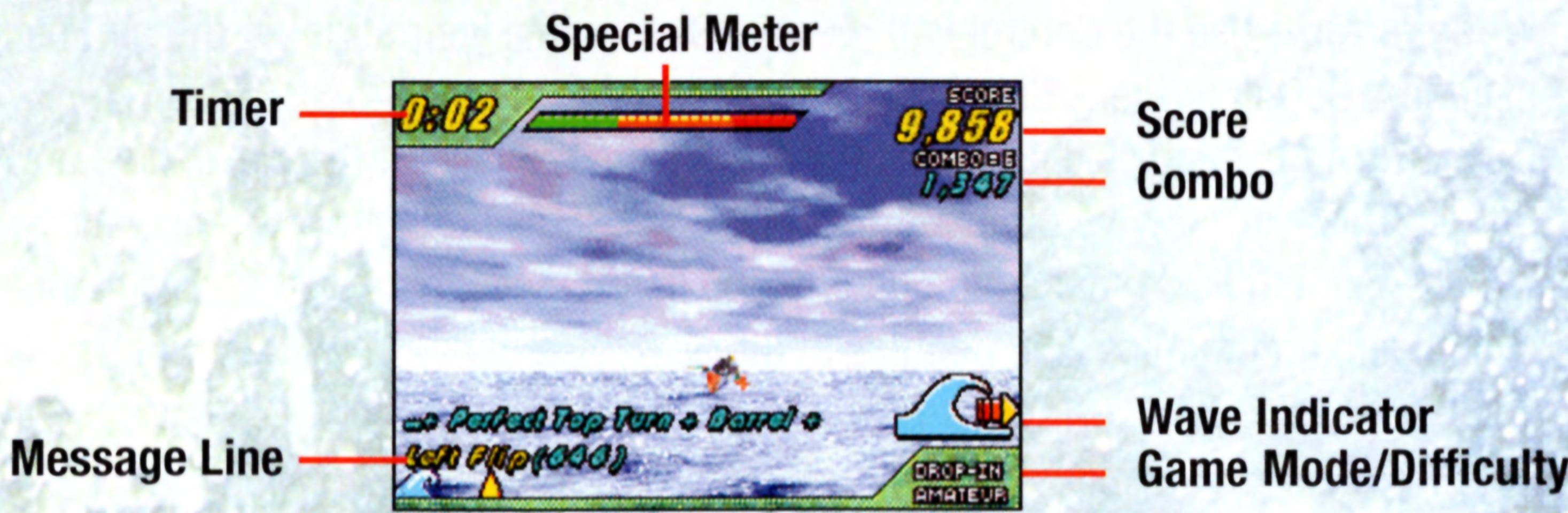
Message Line: Displays the trick combo names as they are pulled off as well as other bits of information.

Special Meter: Fill your Special Meter by safely landing tricks. You can fill up the bar

faster by pulling off better tricks. When the bar turns yellow, you can pull special tricks. The bar will eventually empty over time and empty completely if you crash or bail.

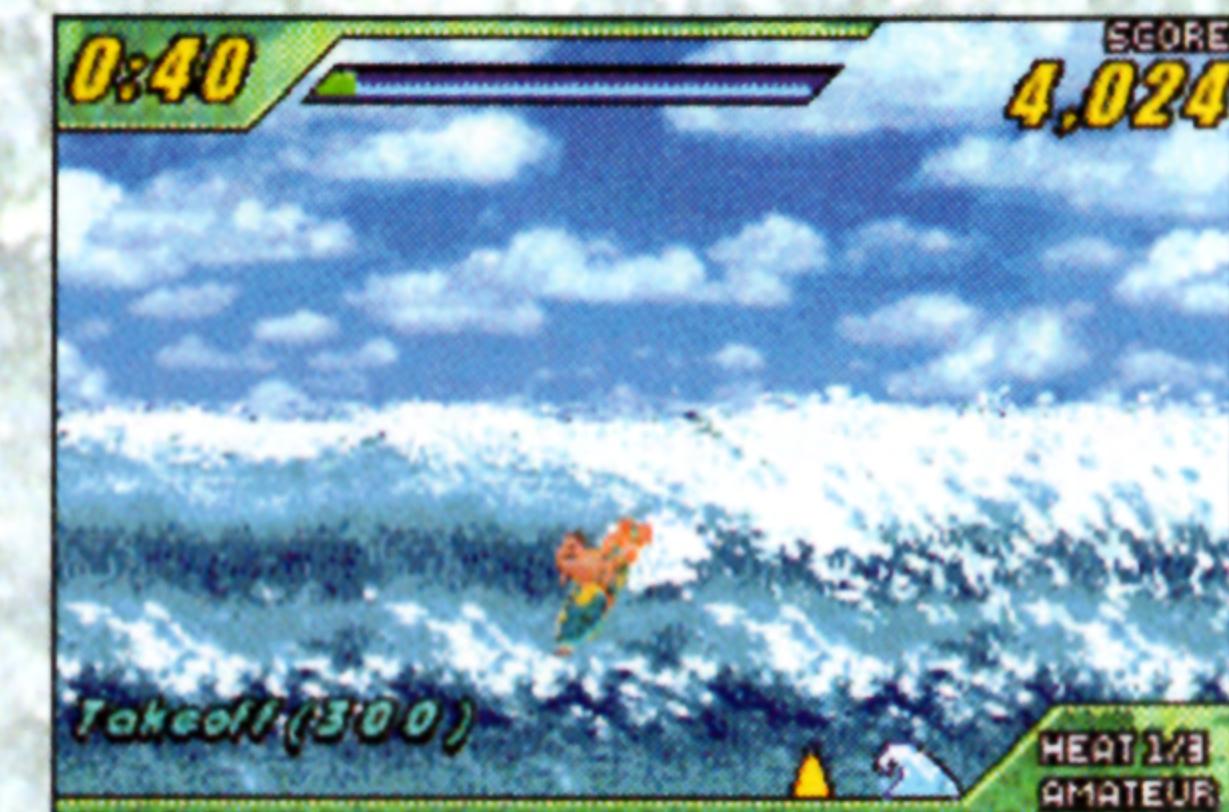
Wave Indicator: This shows the direction the wave is heading.

Game Mode/Difficulty Text: Shows current Difficulty Setting and Game Mode. Set difficulty from the Main Menu.



BASIC CONTROLS

- **Catching the Wave** – Press the A Button to stand up. This will make your surfer stand up on their board and perform a Takeoff. You now are ready to surf.
- **Basic Movement on Face of Wave** – Use the Control Pad to navigate your surfer on the face of the wave.
- **Speed Up** – By holding down the A Button, your surfer will gain speed while on the face of the wave.
- **Jumping** – Pressing and releasing the A Button will make your surfer jump. You may also hold down the A Button to gain speed and release it when you're ready to jump higher.
- **While in Air** – Use the Control Pad **←** and **→** to rotate your surfer in the air. You can also use the L Button or the R Button to rotate.
- **Quick Turns** – To quickly turn your surfer while on the face of the wave, hold down the B Button. This will allow you to perform sharp quick turns on the face of the wave.
- **Fakie** – Surfing Fakie means to ride with the board facing backwards. This can be done by jumping and rotating 180 degrees in the air.



TRICK CONTROLS

Performing Tricks

There are four places on the wave to perform tricks:

Face – The face of the wave is the wave itself—the area where you normally surf. This area begins in the flat portion of the water where it begins to lift up to the lip where it begins to cave over. This will be where you perform all your snaps and carves.

Barrel/Tube – The barrel is the portion of the wave at the rear where it starts to cave over onto itself. This portion makes a sort of tunnel formation known also as the tube. That's where “shooting the tube” comes from.

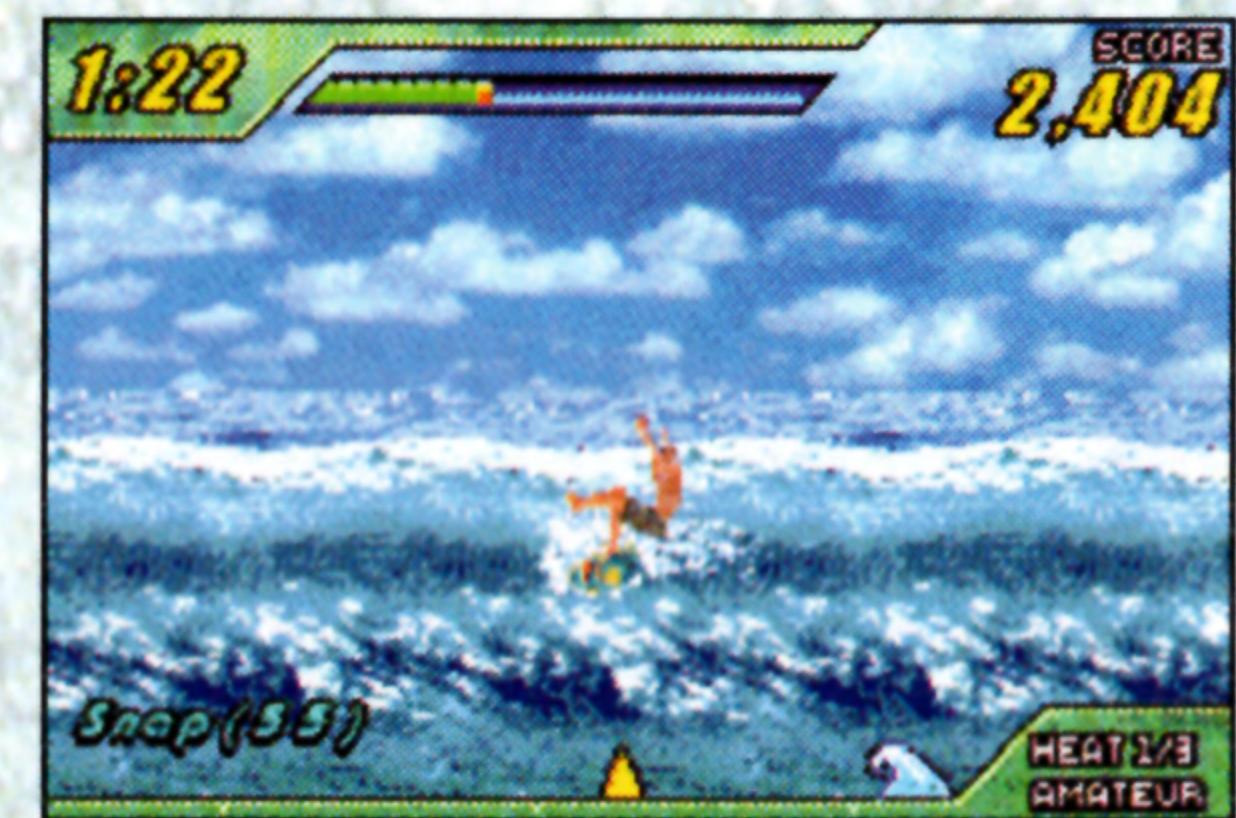
Lip – The lip of the wave is the very top portion of the wave. This is the part of the wave that will soon become the barrel as it begins to cave over.

Above the Wave – This is the air above the wave. You will perform all your aerial tricks here. Be careful when landing to avoid a wipeout.



Face Tricks

- **Carves** – To perform a carve press the Control Pad **←** or **→** while surfing the face of the wave. Depending on where you are on the wave, you can get different types of carves.
- **Snaps** – To perform a Snap Turn, press the Control Pad **←** or **→** plus the R Button.
- **Slides** – To do a Slide, press the Control Pad **←** or **→** plus the L Button.
- **Chop Hop** – Performing a Chop Hop is as easy as jumping. Press and release the A Button then hold the Control Pad **←** or **→**.



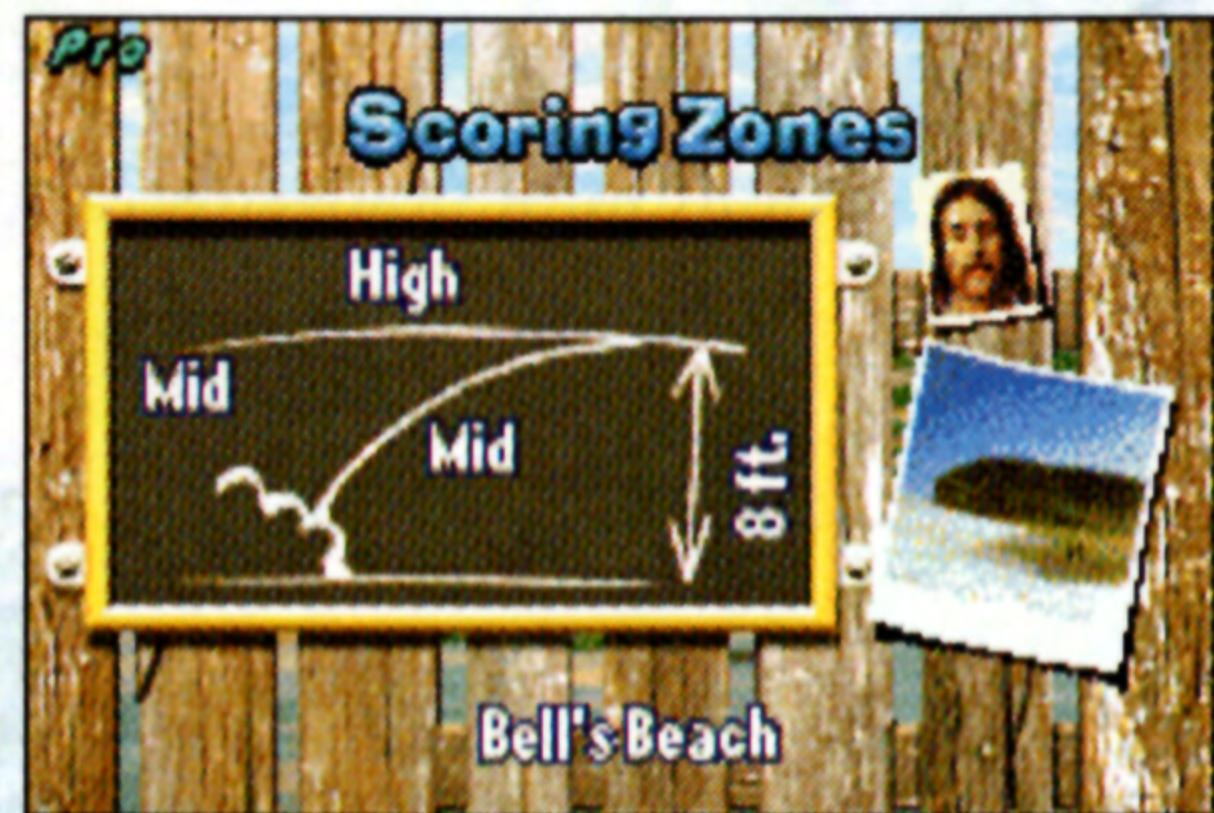
Air Tricks

- **Rotations** – Use the Control Pad **←** or **→** or the L or R Buttons to rotate your surfer in the air.
- **Aerial Flip Tricks** – To perform an air trick, just jump up off the wave and press any of the following directions on the Control Pad: **↑**, **↓**, **→** or **←** with the A Button. This will make your surfer perform a quick air trick. (Example: **←** + A Button for Monkey Man)

- **Aerial Grab Tricks** – Aerial grabs are similar to air tricks. Just jump into the air and press any direction on the Control Pad and the B Button. (Example: ← + B Button for Indy Grab)
- **Floater** – Face your board up towards the top of the wave and while at the top of the wave, near the break/lip, you can perform a Floater by holding the L Button. This will allow you to slide on the break of the wave.
- **Barrel Surfing** – To shoot the tube is as easy as riding into it. All you have to do is surf into the portion of the wave where the water crests over, creating a tunnel. Be careful, shoot too far into the tube and you will wipe out.

SCORING

Trick scores depend on the difficulty of the trick, and also how often you have performed that trick on the current wave. If you keep performing the same trick, each time it will earn less points. (This does not apply to takeoffs or simple turns).



After you complete each trick, there is a limited window of opportunity to link it to another trick to perform a combo. Combos increase your Special Meter, and keeping your Special Meter high enables you to perform more spectacular tricks and gain much higher scores. If your Special Meter is yellow, all tricks score double—if it's red, they score triple! The additional points are based on the size of the current combo and the score of each trick but are weighted less for high-scoring tricks.

The amount of time you get to link the next trick decreases as the combo gets longer. In Professional Mode, the time limits are shorter than in Amateur Mode.

Tricks are classified by the region on which they are performed.

Takeoff - Getting onto your board.

Face - Snaps, slides and turns that take place on the face of the wave.

Tube - Tricks that take place inside the tube, and just riding inside the barrel.

Floater - Sliding along the lip of the wave.

Air - Rotations, grabs, flips and other aerial moves.

On some waves, tricks from some regions are favored over tricks from other regions. For example on Pipeline, tube tricks are awarded more points than usual.

Combos can be made by tricks within the same region at any time, but in Professional Mode your Special Meter must be in the yellow or red zone in order to link tricks from different regions. In Amateur mode you can link between different regions at any time.

When you land an aerial, this counts as changing your region, so in order to link tricks you perform on separate jumps in Professional Mode, you must be able to link between regions (i.e. have a high Special Meter). Therefore, it's a good idea to perform a series of face or barrel tricks to get your Special Meter high before launching into an aerial spectacular.

Breaking up a series of aerial tricks with a wave face trick allows you to perform longer combos. Performing several aerial tricks in the same jump allows you to perform longer combos.

If you fail to land a trick, or perform a sloppy landing, the combo will end and any tricks accumulated will be added to your score. (For example if you don't release a grab before landing, this will count as a failed trick in Amateur Mode—in Professional Mode you'll wipe out!).

Championship

Championship points are based on the score you amass in each wave region. If you perform tricks in a variety of regions (for example air and tube), then you'll get more championship points for the same raw score obtained exclusively through aerial tricks. You are penalized 0.1 point every time you wipeout. You are penalized up to 3.0 points for retiring early.

Special Meter – The Special Meter is located at the top of the screen. When full, it'll turn green, then yellow and finally red.

Green – When the Special Meter is green, you will only be allowed to do basic tricks.

Yellow – When the Special Meter is yellow, you will be able to perform all basic tricks as well as special tricks.

Red – When the Special Meter is red, you will be able to perform all tricks and link them together for big scores.

Combos – A combo is a group of moves “linked” together to form one large trick. In order to link moves you will first need to get your Special Meter red in order to be able to link them. With the Special Meter red, every move you perform will be linked

together with the next one. Look at the bottom of the screen at your combo string to see this. (example: Kickflip + Snap + Chop Hop)

Hint: Keep performing tricks to keep the Special Meter in the red. Once it has dropped you will not be able to link tricks.

Combo String – The Combo String is the trick text at the bottom of the screen listing every trick you have done for that combo

Multiplier – The Multiplier is based on the color of your Special Meter.

Special Meter Color	Multiplier
Green	x1
Yellow	x2
Red	x3

Base Score – Your Base Score is below your Multiplier. This is the score you have been receiving for the trick you performed. Base Score, when in a combo, will be multiplied by the Multiplier to give you one large total score. (**Base Score x Multiplier = Total Score.**)

Hint: Keep doing tricks to get your Multiplier up. Remember also that multiplying a small base score will give you a small Total Score.

TRICKS

Flip Moves	Name	Grab Moves	Name
↑ + A Button	Not Used	↑ + B Button	Nose Grab
↖ + A Button	360 Shove It	↖ + B Button	Rocket Grab
↙ + A Button	Monkey Man	↙ + B Button	Indy Grab
↙ + A Button	Kick Flip	↙ + B Button	Melon Grab
↓ + A Button	Not Used	↓ + B Button	Tail Grab
↘ + A Button	Heelflip	↘ + B Button	Mute Grab
↗ + A Button	Roast Beef	↗ + B Button	Method Grab
↗ + A Button	Judo Air	↗ + B Button	Stalefish

Special Aerials	Name	Special Grabs	Name
$\uparrow\downarrow + A$ Button	Alley Oop	$\rightarrow\leftarrow + B$ Button	Super Man
$\downarrow\uparrow + A$ Button	Rodeo Clown	$\leftarrow\rightarrow + B$ Button	Nuclear
$\uparrow\uparrow + A$ Button	Front Flip		
$\downarrow\downarrow + A$ Button	Back Flip	Special Snaps	Name
$\leftarrow\leftarrow + A$ Button	Left Flip	$\leftarrow\leftarrow + R$ Button	Slate Snap
$\rightarrow\rightarrow + A$ Button	Right Flip	$\rightarrow\rightarrow + R$ Button	Slate Snap
$\rightarrow\leftarrow + A$ Button	Left Rollo	$\downarrow\downarrow + R$ Button	Slates Layback Snap (Landing Fakie)
$\leftarrow\rightarrow + A$ Button	Right Rollo		

900° Only When Special is Up

1080° Only When Special is Up

Special Barrels	Name
$\rightarrow\leftarrow + B$ Button	El Rollo
$\leftarrow\rightarrow + B$ Button	Barrel Rolls
$\uparrow\downarrow + B$ Button	360° Barrel Carve
$\downarrow\downarrow + B$ Button	Coffin
$\leftarrow + R$ or $\rightarrow + R$ Button	Snap
\leftarrow or $\rightarrow + R$ Button	Weak Snap
$\leftarrow + R$ or $\rightarrow + R$ Button	Power Snap
$\downarrow + R$ Button	Layback Snap
$\leftarrow\leftarrow + R$ Button (or $\rightarrow\rightarrow + R$ Button)	Slates Snap

Special Barrels	Name
$\downarrow\downarrow + R$ Button	Slates Layback Snap
$B + \leftarrow + R$ Button or $B + \rightarrow + R$ Button	Rail Snap
$\leftarrow + L$ or $\rightarrow + L$ Button	Tail Slide
$\leftarrow + B + L$ Buttons or $\rightarrow + B + L$ Buttons	Rail Slide
$\leftarrow + B + L$ Buttons or $\rightarrow + B + L$ Buttons	Power Slide
$\leftarrow + L$ or $\rightarrow + L$ Button (Backward)	Tail Slide to Reverse (Backward)
$\downarrow + L$ Button	Layback Tail Slide
$\leftarrow + R$ or $\rightarrow + R$ Button	Barrel Snap
$\leftarrow + L$ or $\rightarrow + L$ Button	Barrel Slide
$\uparrow + B$ Button	Pig Dog

Special Barrels	Name
L Button	Floater
L Button	Power floater
↑ + L Button	Noseslide Floater
← + L or → + L Button	Board Slide
L Button (Backward)	Fakie Floater
Release L Button (Backward)	Floater to Tail Drop
↑↓ + A Button	Alley Oop
↓↑ + A Button	Rodeo Clown (Misty flip)
↑↑ + A Button	Front Flip
↓↓, A Button	Back Flip
←← + A Button	Left Flip

Special Barrels	Name
→→ + A Button	Right Flip
→← + A Button	Left Rollo
←→ + A Button	Right Rollo
↑ + → + A Button	Judo Air
← + R or → + R Button	Snap
← or → + R Button	Weak Snap
← + R or → + R Button	Power Snap
B + ← + R Buttons or B + → + R Button	Rail Snap
↓ + R Button	Layback Snap
←← + R Button (or →→ + R Button)	Slates Snap
↓↓ + R Button	Slates Layback Snap

SURFERS

Kelly Slater

Age: 30

Hometown: Cocoa Beach, FL

Years Pro: 11

Sponsors: Quiksilver, Al Merrick, K-Grip

Never has anyone dominated surfing like Kelly Slater. The six-time World Champion is the hero of surfers worldwide. Even from his early teens, Slater was a natural competitor, claiming six Eastern Surfing Association and four National titles before heading into the big leagues. At the age of twenty, in his first full year on the tour, Kelly became the youngest surfer ever to win the world title, backing up the hype that had been growing around him. His contest record is unrivaled, but it was his incredible freesurfing, as seen in vids like Quiksilver's *Kelly Slater in Black and White*, *Surfers of Fortune* and Taylor Steele's *Momentum* series, that changed the way an entire generation of kids surfed and looked at surfing. Kelly drew sharp, radical lines and he did it with power and style. For the last decade, the rest of the competitive surfing world has been playing catch up. After taking a few years off the pro circuit, Kelly is back on tour and on a quest to break new world records.



Lisa Andersen

Age: 33

Hometown: Ormond Beach, FL

Years Pro: 15

Sponsors: Roxy, Reef, Al Merrick

“I’m going to become world champion.” That’s what it said in the note 16 year-old Lisa wrote her parents when she left home in Ormond Beach, Florida to move to Huntington Beach, California. She’d only been surfing for three years and had no idea such a thing existed, but Lisa would live up to her words. The gifted regular-foot rapidly gained exposure and experience racking up over 30 National Scholastic Surfing Association trophies in less than a year and winning the US National Championships at Sebastian Inlet in 1987. From there, she just kept climbing. Four World Titles later, Lisa is still widely considered the most raw-talented female surfer on the planet. Along the way, Lisa became sponsored by Roxy, Quiksilver’s women’s division. Through this relationship, the world saw a whole new face of women’s surfing. With her natural beauty and aggressive surfing, Lisa became the icon of a new generation of women’s surfing and to this day is one of the most feared competitors on the women’s circuit.



Tom Curren

Age: 38

Hometown: Santa Barbara, CA

Years Pro: 16

Sponsors: The Realm, Mormaii, Island Style

In the '70s and early '80s, the Australians owned the world of surfing. But in 1982, a quiet, eighteen-year-old kid from California changed all that with a standout victory down under in Duranbah, Australia. It didn't take long before Tom Curren was the most popular surfer on the planet, a position he'd hold for two decades. A two-time West Coast, United States, and World Amateur Champion, Curren fast-tracked his way into the big leagues with brilliant, unique surfing. In 1985-1986, he won back-to-back World Titles, and gained global respect as a surfer whose talent and wave-mastery went well beyond his years. It was in part thanks to his father, legendary big-wave surfer Pat Curren, who had Tom navigating the Santa Barbara pointbreaks almost as soon as he could walk. By the late '80s, Curren lost interest in competition and took off on a surf quest entitled "The Search." In 1990, he returned to competition and shocked the surfing world by winning his third World Title. Through the '90s, Tom remained the most low-profile top surfer in the world, with insane photos from remote mystic breaks trickling in every now and then. He currently holds the records for most career tournament victories (33), most victories in one season (7), and most consecutive years with at least one ASP victory (10).



Tom Carroll

Age: 40

Hometown: Newport, NSW Australia

Years Pro: 20

Sponsors: Quiksilver, Byrne

Sydney, Australia's Tom Carroll has been a giant contributor to all that is professional surfing. He jumped on tour in 1979, an aggro, nuggety goofy-foot with a penchant for deep tube riding and hard, full rail slashes. He won back-to-back World Titles in '83 and '84, both under the influence of brutal training regimens. In '85 he took a political stance and boycotted the WCT contest in South Africa, in effect sacrificing the opportunity to win a third consecutive title. In '88 he signed surfing's first million dollar contract and proceeded to take the sport to places it had never been before, for example, a wave pool event in Pennsylvania that he won. The tail end of Tom's career was highlighted by bar-raising performances at Pipeline, Hawaii (he won in '91). Today, Tom's a husband, a father of two, and as hardcore a surfer you'll find anywhere, spending a good part of his year exploring uncharted wave destinations and pulling into the biggest barrels he can find.



Kalani Robb

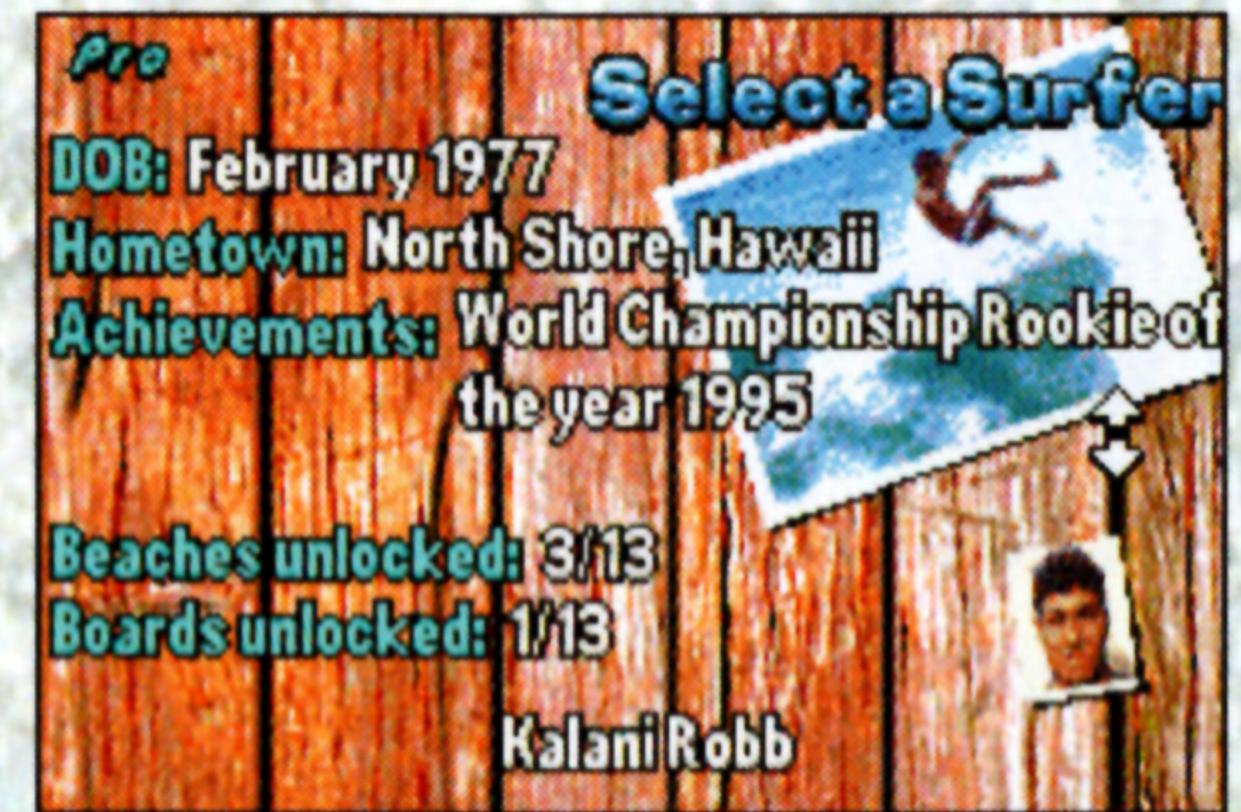
Age: 24

Hometown: North Shore, Hawaii

Years Pro: 7

Sponsors: Fox, Airtight, Gravis, Local Motion, Oakley

Spawned from the fertile waters of Oahu, Hawaii's North Shore, Kalani Robb is a fiery, energetic, lightning-quick goofy-foot capable of winning any event he enters. His best year to date was '96 where he finished seventh in the world and his maiden World Championship Tour victory came just this last season in Rio de Janeiro, a win which had most Kalani-initiates saying, "It's about time!" Kalani comes from a highly supportive family; his mother and father stood by him the entire time as he rose up the amateur ranks. He turned pro in '93 and has a reputation that tends to exceed his contest results. The reason for this? Kalani's style is wildly expressive. He tends to be a gambler when it comes to contests, someone who's willing to risk going for the big 10-point moves that either bring the beach to its feet or leave Kalani in the lurch. Known amongst his friends as a witty, one-liner kind of funnyman, Kalani's brightest day has yet to come.



Rob Machado

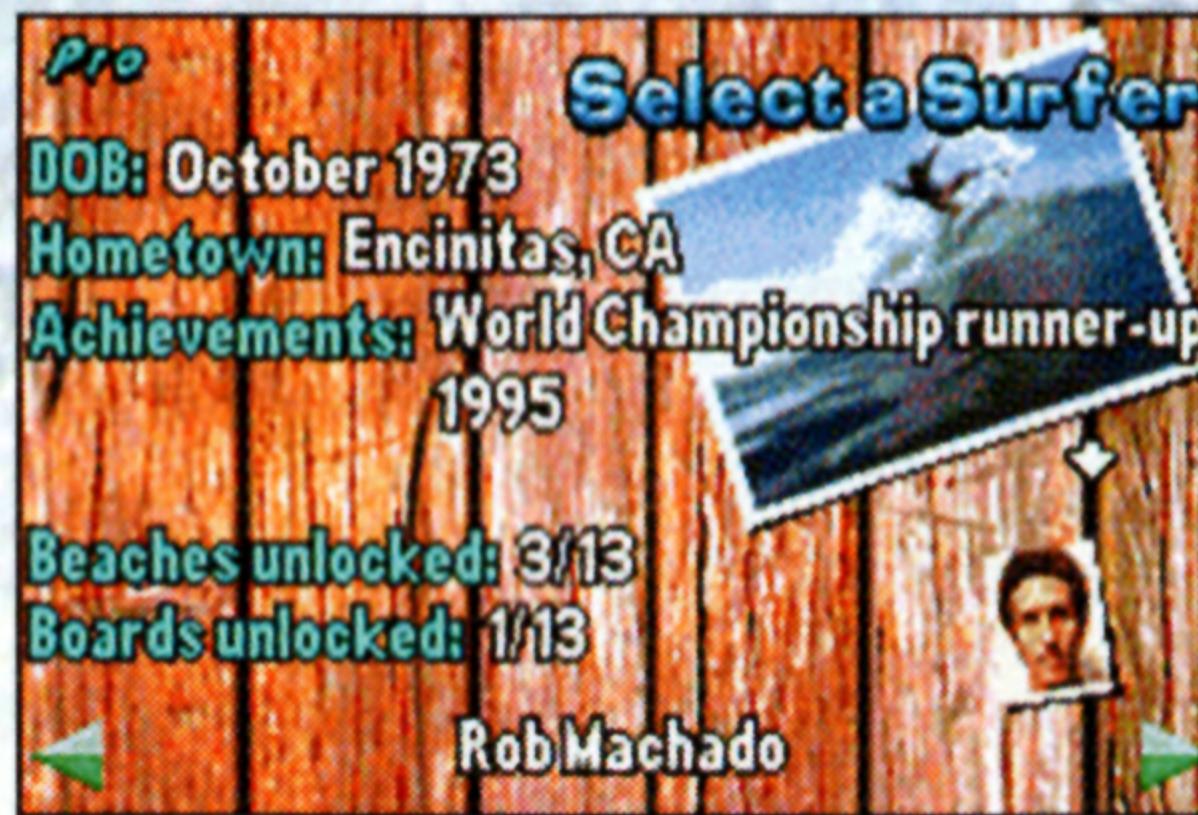
Age: 28

Hometown: Encinitas, CA

Years Pro: 9

Sponsors: Reef, Al Merrick, Dragon, Spoon, Gotcha, On A Mission

The smooth, flowing, seemingly effortless style of Rob "Mob" Machado is mirrored in his quiet, Zen-like approach to life. The masterful 28 year-old goofy-foot, raised in Southern California, has been a permanent fixture in the World Championship Tour's (WCT) top ranks for eight years now. He's finished in the top 16 every one of those years, however, the year 2000 is when Rob completely lit up the tour. Whether he was getting spit out of gaping Tahitian tubes or ripping apart the French sandbars on the European leg, Rob was the man to beat in 2000. He finished the year with a remarkable 3 WCT victories, the last of which was in the most prestigious of all surf contests, Hawaii's Pipe Masters. After finishing number three in the world this year, it seems Rob isn't going anywhere until he gets a World Title under his belt.



Bruce Irons

Age: 22

Hometown: Hanalei, Kauai

Years Pro: 5

Sponsors: Volcom, DC, Local Motion, Body Glove, Arnette

Bruce Irons is probably the most naturally talented surfer since Kelly Slater. The Kauai wonderkid blew everyone's minds in '99 with his incredible backside tube riding in the Pipe Masters event held in Hawaii. But even before that, he'd been a standout in photos from Indonesia boat trips with the most progressive surfers in the world. Brucey surfs with a rare mix of raw new-school talent combined with old-school rail power. He's one of the few guys who can sit in a macking pipe barrel on his backhand just as easy as launching six-feet out and landing a frontside 360 air. Bruce, like his brother Andy, has taken a much more radical, progressive approach to any wave he surfs, and kids worldwide are following his lead. Last year he had a string of contest victories in Hawaii, showing that he was capable of much more than just spectacular freesurfing. But whether or not Bruce attempts to take his act to the full-time competitive battleground is beside the point, he's already one of the best by any standard.



Nathan Fletcher

Age: 27

Hometown: San Clemente, CA

Years Pro: 8

Sponsors: Quiksilver, Vans, Cole, Oakley

When your dad's the legendary Herbie Fletcher and your brother Christian is the pioneer of aerial surfing, there's an enormous shadow to get lost in. Yet for Nathan Fletcher, it was never a problem. A well-known local San Clemente, California surfer, Nathan burst onto the big stage in 1999 when the photos from a trip he took to Tahiti surfaced in the magazines. From there, things went upward, literally. Nathan quickly showed himself to be every bit the aerialist his brother Christian was while pushing his own limits to formulate new tricks for future riders. Soon, he was sticking ollie 540s and some of the most massive backside airs ever seen. While many freesurfers don't get a lot of notoriety, the quiet, introspective goofy-foot has a punk-hero following worldwide. Recently added to the Quiksilver team, we'll be seeing a lot more of Nathan in the coming years.



Donavon Frankenreiter

Age: 29

Hometown: San Juan Capistrano, CA

Years Pro: 14

Sponsors: Billabong, Sanuk

Southern Californian Donavon Frankenreiter is a surfer whose ability is not reflected in his contest results.

Why? He doesn't compete. Dono's what you call a "free surfer," a surfer who's paid to ride waves but not required to enter competitions. Instead, Dono chooses to explore old, vintage surfboards; riding everything from old '70s pintails, mid-'80s twin fins, and mid-'80s fishes all in the course of a day. Dono spawned from that hotbed of talent known as the San Clemente Mafia and immediately took his show on the road, travelling to remote corners of the globe such as Norway and Ireland. He's more a journeyman than a surfer, taking in the entire experience of travel and not just the waves. He also plays in a rock n roll band called Sunchild, which he's managed to fuse with his surfing career. The beach by day, the stage by night; Donavon is often dubbed "The Renaissance Man."



SURF LOCATIONS

Bell's Beach

G-Land

Trestles

Pipeline

Curren's Point

Mavericks

Sebastian Inlet

Waimea Bay

Mundaka

Teahupoo

Jeffrey's Bay

Jaws

HOW TO CONNECT GAME BOY® ADVANCE GAME LINK® CABLES

What You Will Need

- Two Game Boy® Advance systems (one for each player)
- Two Kelly Slater's Pro Surfer® Game Paks (one for each player)
- One Game Boy® Advance Game Link® Cable

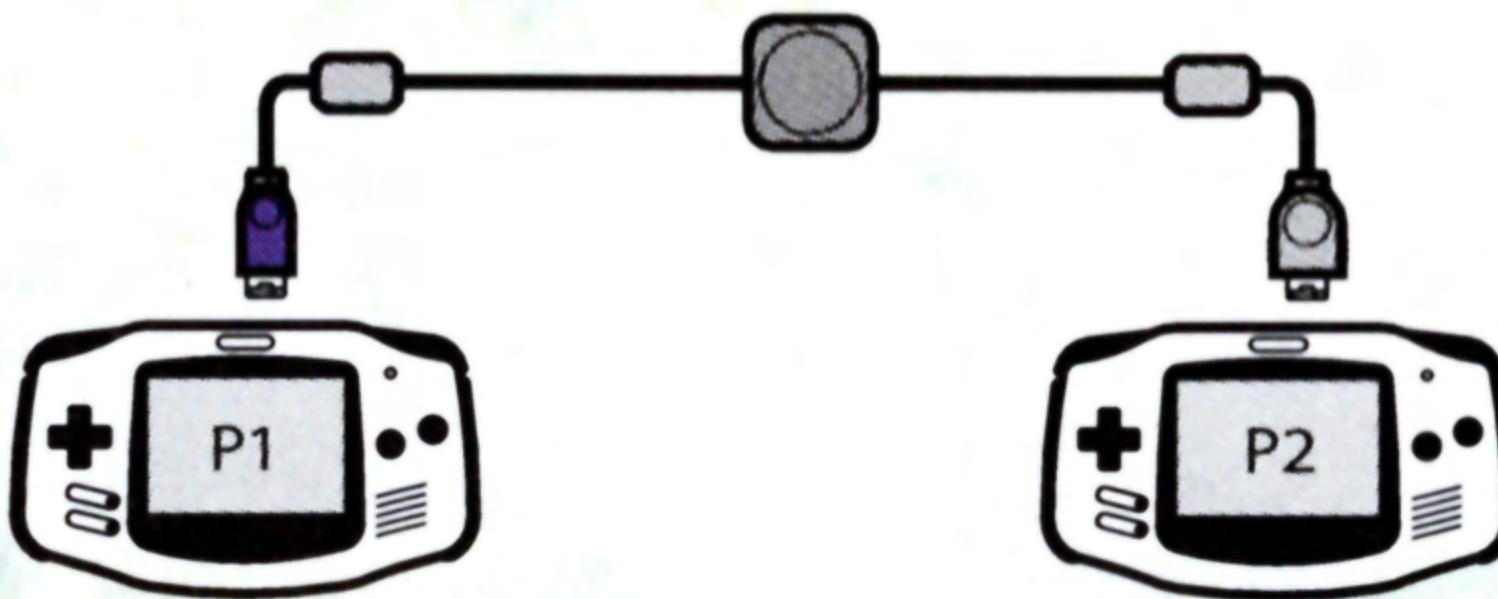
Connecting the Cables

1. Check that the POWER switch on each Game Boy® Advance system is set to the OFF position. Insert a Game Pak into each Game Boy® Advance system.
2. Plug the Game Link® Cables into the External Extension Connector of the Game Boy® Advance systems.
3. Turn the POWER switch on both systems to the ON position.

4. Player 1 selects the multiplayer mode using the Control Pad.
5. Player 1 press the A Button to confirm the desired mode of gameplay.
6. Player 1 press Start to begin the multiplayer game.

Note: Please refer to the diagram for correct linking configuration.

Proper Connections Scheme



2-PLAYER GAME

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